



SWORD ART ONLINE

ソードアート・オンライン

Hollow Fragment

SOFTWARE MANUAL



CONTENTS

- | | |
|--------------------------------------|------------------------|
| 04. Controls | 19. Burst Action |
| 06. Story | 20. Burst Attack |
| 07. Characters | 21. Power Up |
| 09. Getting Started | 22. Skill |
| 10. Game Flow | 25. Main Menu |
| 11. Aincrad | 27. Status |
| 12. Hollow Area | 28. Equipment |
| 13. Partner | 29. Hollow Mission Map |
| 16. Field | 30. Implement Element |
| 17. Realtime Communication
Battle | 31. Multiplay |
| | 33. Hint |

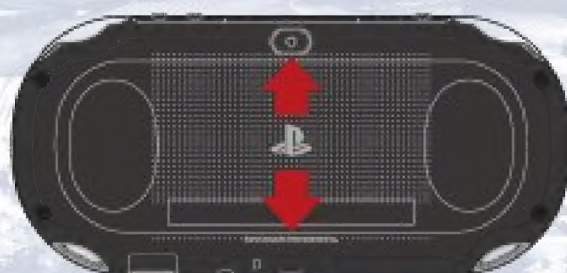
DynaFont developed by DynaComware.
This software uses fonts which were created under license from FONTWORKS Inc. to fit the software design.

CONTROLS

PlayStation®Vita System



rear touch pad (Drag up): Zoom out



rear touch pad (Drag down): Zoom in










Field/Town Controls

left stick	Move character
right stick	Move camera
directional buttons	Menu controls
left button/right button	Change target
L button	Reset camera (Town) L Palette (Field)
R button	Call (Town) R Palette (Field)
○ button	Confirm/Dialogue/Start battle
× button	Cancel/Sit (Town)
△ button	Display cursor/Range attack (Field)
□ button	Side menu ▶ P.05
START button	Main menu ▶ P.25
SELECT button	Side menu ▶ P.05

Shortcut	
up button	GOOD! button (In a party)
down button	Switch (Battle)
L button + R button (Hold a button and then press the other one)	Skill Palette mode

*Assign skills for battle on the palette. (▶ P.24)

Battle Controls

left stick	Move character
right stick	Move camera
directional buttons	Menu controls (Palette mode/Side menu)
up button	GOOD! (In a party)
down button	Switch command
left button / right button	Change target
 button (Hold)	Display L / R palette: Use the skills that are assigned to the palette. Press directional buttons to call (give orders) Example: Press the  button while holding  button to active the  button function assigned to the L palette
 button (Hold)	
 button /  button /  button /  button	Use basic skills

START button	Main menu ▶ P.25
SELECT button	Side menu

Side Menu	
Event List	Confirm current events
Palette Mode	Set skill palette ▶ P.24
Preset Text Messages	Send out a generic message
Emotes	Perform action to convey a feeling
Buffs	Confirm party buff effect
Battle Log	Record combat related actions On / Off
Switch POV	Switch between subjective and objective points of view
OSS List	Only triggers when a certain requirement has been met

STORY

As Kirito fights to conquer all 100 floors of Aincrad, he accidentally discovered the previously unknown Hollow Area.

There Kirito meets a criminal named Philia.

"I...killed someone..."

They decide to join and continue their fight for their mutual interest.

Did they meet by chance or was it fate?

Philia CV: Yui Ishikawa

A mysterious girl Kirito met in the Hollow Area.

Asuna CV: Haruka Tomatsu

She is the vice commander of the prestigious Knights of the Blood Oath guild in SAO. She earned the title of "Lightning Flash" because of her magnificent sword skill.

Kirito CV: Yoshitsugu Matsuoka

The solo player who continues his fight in SAO, a game that turns deadly. Although he has a slim build, his battle techniques in SAO rank among the best.

CHARACTER



Silica CV: Rina Hidaka

A rare beast tamer in SAO. Keeps the feathery dragon Pina as her pet.



Lisbeth CV: Ayahi Takagaki

The girl who works as a blacksmith. She is Asuna's best friend, and really knows how to handle a hammer.



Leafa CV: Ayana Taketatsu

The girl who got caught in SAO for an unknown reason. It is said that she is a mysterious fairy because of the wings on her back...



Sinon CV: Miyuki Sawashiro

She lost her memory and found her way into SAO by accident. And although she has joined Kirito and his friends...



Yui CV: Kanae Itou

She is an artificial intelligence called MHCP001 that was designed for psychiatric counseling.

CHARACTER



Strea CV: Sachika Misawa

She met Kirito and the others on floor 76, and sometimes collaborates with them. Her power is on par with that of an Assault Team member, but which guild or party she was in two years ago remains a mystery.



Argo CV: Shiori Izawa

She is a girl who sells information for a living in SAO. She has known Kirito since they met in closed beta, and calls him Kil-bou.



Klein CV: Hiroaki Hirata

The guild leader of Fuurinkazan. He has also joined the Assault Team as a leader. He is good friends with Kirito and they have known each other since the beginning of SAO.



Agil CV: Hiroki Yasumoto

A dependable and irreplaceable member of the Assault Team. He has joined in as a merchant.

GETTING STARTED

Once you have created a character, you can start your adventure.

Creating a Character

Create your character by setting his name, hairstyle, facial features, voice, etc. However, no matter how you set your physical appearance, the game will always be played from Kirito's point of view. You can change your physical appearance in Kirito's room at any time you want.

Title Menu

This is the title menu. The options displayed as “?” will be unlocked once story progresses.

《CONTINUE》

Continue playing from previously saved game.

《OPTION》

You may choose to initialize save data here, or by using the functions in the in-game options menu.



GAME FLOW

The player will play as Kirito, the game's protagonist, whose ultimate goal is to fully clear Sword Art Online. The story starts out at a town on Floor 76 called Arc Sophia. It serves as a base for the players to strategize assaults on the 100 floors of Aincrad, and to explore the Hollow Area.

Floor Assault

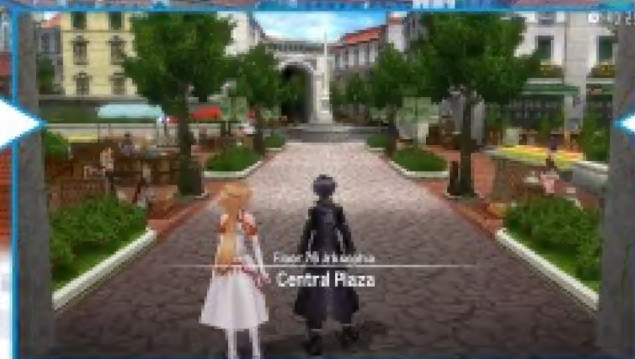
~Aincrad~ The Assault



The goal is to clear the hundred floors of Aincrad. Each floor is guarded by a mighty boss. Go through Field→Dungeon→Labyrinth. Once the boss has been defeated, you can progress to the next floor.

Arc Sophia

Arc Sophia is a town on Floor 76, which is the starting point for your adventure. The player can utilize the Teleport Gate to move to other floors or to the Hollow Area.



Things to do in Arc Sophia

- Shopping (Items, equipment, etc.)
- Interacting with your partner
- Storing items (The storage is in the Teleport Gate)
- Lisbeth Smith Shop (Enhance and forge weapons)

~Hollow Area~ Exploration

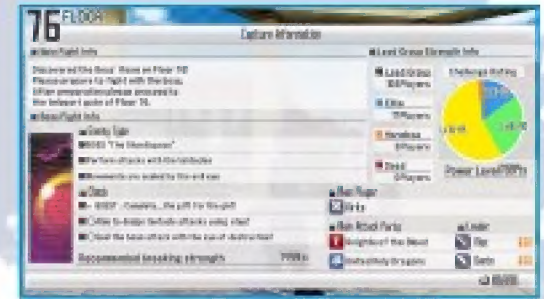


The Hollow Area is a place full of mysteries. During your exploration, try to solve the mysteries surrounding the Hollow Area. The area features many unique quests and powerful monsters. If you find this area too difficult, you can always go back to Aincrad and level up.

Use the Teleport Gate in Arc Sophia to move to the other floors, and to embark on adventures in the field. There is a Labyrinth on each floor which is inhabited by a monster boss. When you are exploring the field, you should also look for the Laybrinth.

Boss Fight

Before you can challenge a boss, you have to complete the prerequisite “Required Quest” and “Defeat Required NM (Named Monster)”, which can be found under the main menu’s guild screen. (▶P.26)
When you have discovered the boss room, you should go back to town and hold a strategy meeting. In order to perform the difficult feat of defeating a boss, joint effort with the Assault Team members is necessary. Please help the players level up and increase the average level of the whole team, if you wish to defeat a boss without allowing any member to die during the encounter.



Quests

Talk to the quest giver located in Arc Sophia's Teleport Gate Plaza to accept a task. Quests are divided into different quest categories, such as helping out a character in need, or to tackle a required quest in order to challenge a boss.



Gather Point

If you get close to a gather point in a specific area, the gather point will start to glow. Move your cursor over it and press the ◎ button to investigate and gather items. The gathered items can be sold for money or serve as quest items.



HOLLOW AREA

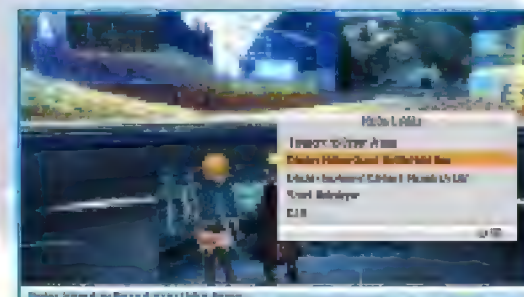
If you use the Teleport gate in Arc Sophia and teleport to the Hollow Area, you will arrive at the place they call Control Area.
By using the control device in the Control Area, you can enter the Hollow Area and start your adventure.
There are many unique systems that cannot be applied on Aincrad, and you should feel free to give them a try.

Control Device

Select the central Control Device to review Implement Element Research List, view map, start multiplayer or teleport to other areas.

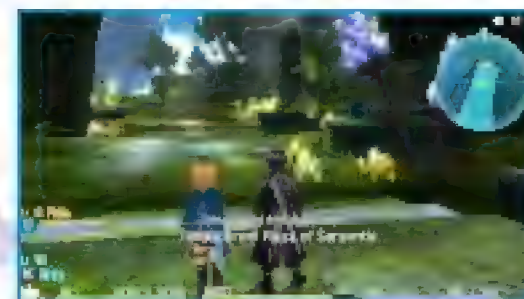
《The Control Device》

- Move between different areas (▶ P.10)
- Display Hollow Mission Battle Map (▶ P.29)
- Display Implement Element Researches (▶ P.30)
- Start multiplayer (▶ P.31)



The Field

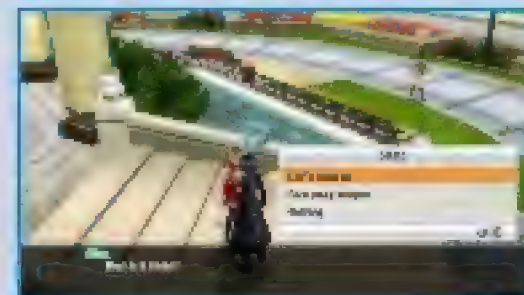
The Hollow Area is divided into multiple areas.
Explore an area and try to find the Area Gate.
Once you go through the gate, you will have completed the area.



Inviting a Partner

When your relationship with another character has reached a certain level, you can choose from the dialogue option to invite the person to become your partner. You can only have one partner at a time. By saying, "Let's take a stroll down the street together," you mean that you will only be together in the town area. When you say, "Let's team up," however, means you will be together not only in town but also in the field.

"Together~" and "Let's team up" will trigger different options depending on the person you are speaking to. Create a tighter bond with your partner, and he or she may become a powerful ally in battle.



Battle Partner

Explore the field with your partner and fight alongside each other!

Your partner can fight automatically, but giving orders can be much more efficient.

Praise your partner when he or she has performed an action will increase the AI of your partner.

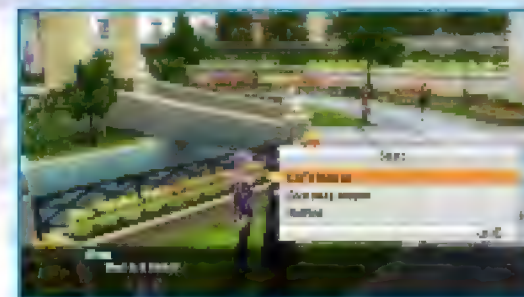
More on giving orders to your partner please refer to P.18.



Build Up Your Relationship

Your relationship to your partner will improve by talking to him/her in town, or by accepting a mailed request and helping him/her level up. When you have reached a certain level in your relationship, dialogue options such as "Let's take a stroll down the street together" or "Let's team up" will become available, and you can make an invitation.

There are places in town where you can improve your relationship. You should explore them with your partner.



Date Conversation

If you want to become really close to another character, you should proceed with date conversations. When the two of you are walking down the street, and yellow text messages appear over your partner, the subsequent conversation will be a date conversation.

By giving the right responses, your approval gauge will charge up. When it reaches the very right side of the gauge, your partner's mood will start to change.

If you take a seat in specific locations with that character, even more intimate dialogues will be unlocked. So look out for those special places!

Date conversations will heat up the mood, and raise "Atmosphere Level". The interaction options will increase with it. You may even hold your partner's hand or pick him or her up in a bridal carry.

Having an Intimate Relationship

If you are very intimate with a character, you can give him or her weapons or armors as a present, and you may even sleep on the same bed together.



Upgrading Your Partner

You can power up your partner and make them a viable threat in combat through the below methods.

Leveling

Take your partner along when you fight enemies. He or she will gain EXP and level up. Next time when you go on an adventure, remember to take your partner with you.

Nurturing AI

“Good!” Don’t hold back on compliments when your partner fights alongside you in battle. This way you can nurture his or her A.I.

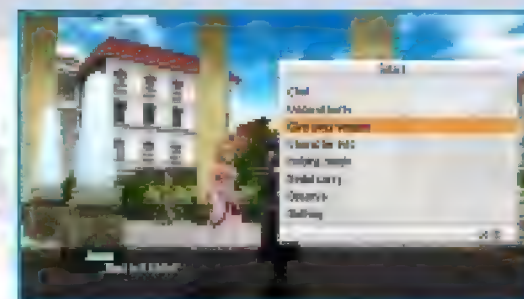
Take good care of upgrading your partner, and help him or her make the right decisions during combat. Once the A.I. has increased, your partner will receive unique high-performance armor depending on their characteristics.

Giving Presents

You can raise your partner’s power by giving him or her better weapons and armor to equip.

When your relationship reaches a certain point, you can give your partner weapons.

When the relationship takes yet another step forward, you will be able to give them armors. Almost all plate armors (Torso armor) can be given to your partner.



Field Screen

The following information will be provided in the Field screen. (The Good! icon, Switch icon and Skill Palette can all be accessed by using touch controls.)

1 Enemy name and HP

2 Partner's status

3 Kirito's status

4 Skill palette

*Use touchscreen as shortcut

5 GOOD! icon

*Use touchscreen as shortcut

6 Kirito HP

7 Kirito's Burst gauge

8 Kirito's Risk

9 Kirito's SP

10 Switch icon

*Use touchscreen as shortcut

Mini-map

Information such as the position of nearby enemies will be displayed as icons.

	Kirito
	Partner
	Other characters

	Orange player
	Treasure chest
	Map area change

	Door
	Boss enemy
	Enemy
	Teleport object


*Tap mini-map to zoom in.






REALTIME COMMUNICATION BATTLE

Use Auto attack, Burst attack and Step to fight the enemy. Basic attack and dodge will trigger automatically, however, by anticipating the enemy's action and to react accordingly by using skills or Burst attack will put the odds in your favor.

Battle Flow

- ① Once an enemy has been sighted, press the  button for an initial attack.



Press the  button to attack the enemy and commence battle. You can also press the  button to check out enemy icon to confirm enemy level. Once you are locked on a target, press  button again to attack from range. This way you can take on one enemy at a time.

- ② Use auto attack or Burst attack to strike the enemy.



Although auto attacks cannot be controlled manually, they will make combat easier. Burst attacks provide powerful damage, but they need to consume the Burst gauge, and will also charge up Risk gauge as a consequence.
*You can use Burst attack any time even if the Burst gauge is not charged up.

- ③ Using Sword Skill



Use the skills that are assigned to the L/R palette. This is a very powerful attack. Use it when you can!!
Pay attention to SP amount.

Important

«EX01 Using Step»



Using Steps will consume one unit from the Burst gauge. If you over use Burst attack, you may not be able to dodge even when the situation calls for it.

«EX02 Risk Gauge»



Using Burst attack will charge up the Risk gauge. Charging up Risk gauge will increase damage taken and decrease the Burst gauge's charge speed. Charge up Risk gauge at own risk.

«EX03 About the Enemy»



The Burst gauge will charge up once an enemy has been defeated, so don't hold back when fighting minions.

REALTIME COMMUNICATION BATTLE

You will need your partner's help during battle. Give the right orders and always communicate with them. Try to end the fight in the most efficient way.

① Giving Orders to Your Partner



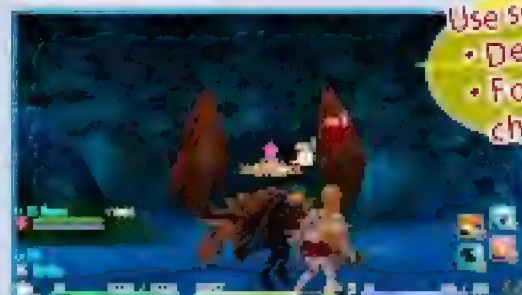
Hold **[L]** button + directional buttons to give orders!
Hold **[R]** button + directional buttons to give orders!

<L Palette Mapping>
 Ⓐ up : Interrupt that skill
 Ⓐ down : Hide
 Ⓐ left : Guard
 Ⓐ right : Draw enemy attention

<R Palette Mapping>
 Ⓐ up : Good!
 Ⓐ down : Switch
 Ⓐ left : Heal
 Ⓐ right : Use skill

Your partner will follow your orders no matter what. Try to give the right ones.

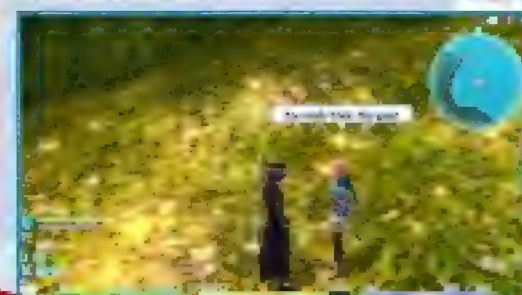
② Switch



Use switch to
 • Deplete Risk gauge
 • Force enemy to change target

Tap touchscreen to switch. Forcing enemy to change target will also deplete Risk gauge. Use it at the right moment!

③ GOOD



Tap touchscreen to trigger GOOD! Whether during or outside of battle, tap Good! every time your partner performs an action. Use it to restore SP.

Conclusion



Important
 • Risk Gauge LV
 • Burst Gauge Amount
 • SP Gauge Amount

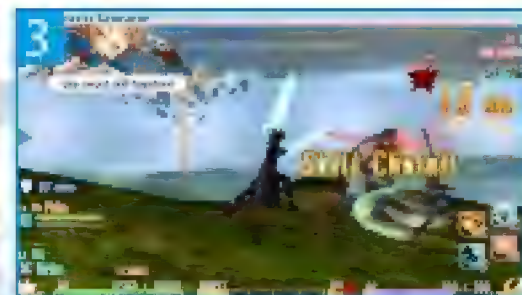
Use Auto attack and Burst attack to strike.
 Press **[L]** / **[R]** button to use skills.



Command your partner wisely to avoid risk!!
 Use Joint Attack in

Press!

- Give orders to your partner and compliment them by saying "GOOD!"
- Granting GOOD! will also restore SP.
- Use Switch to lower Risk.



When you collaborate with your partner, you can also use Joint Attack.

*When Sword Skill is enabled, press **[R]** button + right button to tell your partner to "Use skill".

BURST ACTION

Burst actions are attacks and dodge movements that exhaust Burst gauge.

They are more efficient compared to auto attack and auto dodge, but they will not restore SP and will increase Risk.

Burst Attack

An attack skill that exhausts Burst gauge. Its damage and hit chance are both superior than auto attack. After Burst attack has been cast, the subsequent attacks will also increase in power.

If Burst attack is cast multiple times in a row, a corresponding Sword Skill will be triggered.

When a Sword Skill is cast during power up, its damage will also be increased.

*If Burst attack hasn't been assigned to the palette, it cannot be used. It is set by default.



Blue Burst Attack

When casting Burst attack while Burst gauge is depleted, a blue effect will be triggered.

Burst attacks with blue effect will still cause damage, but they will not

benefit from increased hit chance or lead to subsequent damage boost.

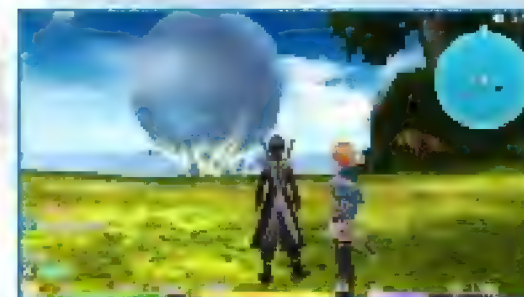
Nor will they trigger Just Attack (see P. 20).



Regenerating Burst Gauge

Burst gauge will regenerate over time.

In addition, when battle ends and risk gauge resets, it will charge up at great speed.



BURST ATTACK

Just Attack/Dodge

Ring effects that occur during a burst attack will trigger a subsequent burst attack, which is called Just Attack. Dodging a powerful enemy attack at the last minute is called a Just Dodge. It has the following effect:

- Just Attack: Increase damage/Lowers risk
- Just Side Step: Completely charges up Burst gauge
- Just Back Step: Resets Risk gauge

Step Action

Exhaust Burst gauge to perform Dodge skill.

It cannot be activated when Burst gauge is depleted.

Unlike regular movements, Steps come with an invincible timer.

Dodging enemy attack during time of invincibility will grant a temporary support effect.

*If Step has not been assigned to the palette, it cannot be used. It is set by default.

Burst Gauge and Risk

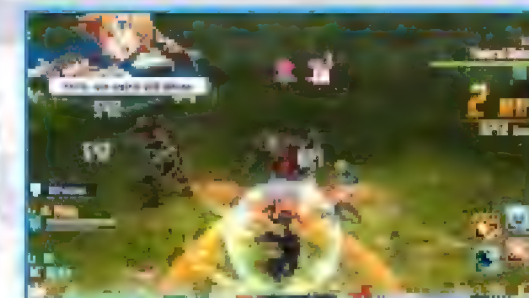
Burst Actions will increase risk.

Once risk has been increased, Burst Gauge regeneration will become slower.

Please utilize Just Attack to avoid risk from increasing, or you can use certain items to speed up regeneration.

Risk will reset over time.

Speed up the depletion speed of Risk Gauge by using Switch or by not becoming an enemy target.

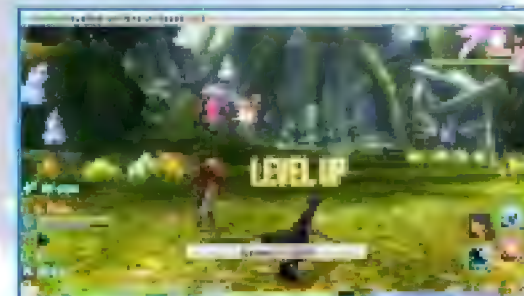


How to Power Up

Power up to make combat easier. Please follow the instructions listed below.

Level Up

Gain EXP to level up by defeating enemies. You will power up along the way. Not only the player, but also his/her partner and other characters will increase power through battle. However, you should pick your fights, and start out by defeating weaker enemies.



Increase Mastery

Mastery level will affect hit chance and power. No matter what type of weapon you use, if your mastery is too low, you will not be able to wield it efficiently. If you are missing targets or not causing enough damage, please continue to use that weapon in combat and try to increase its mastery.

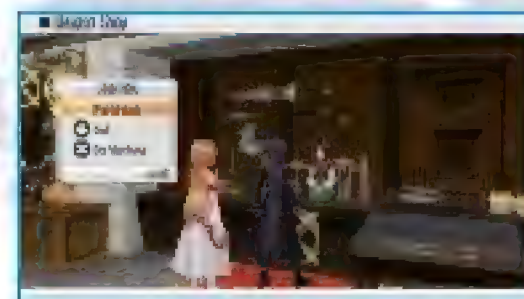


Utilizing Support Skills

Battles will become easier by effectively utilizing support skills. Using the skills that have a positive effect on both you and your partner is a great way to increase power.

Enhance Equipment

Use better equipment and become more powerful. Equipment will drop from enemies, or can be bought from Lisbeth's Smith Shop or the shops located in Arc Sophia. Weapons can also be upgraded.



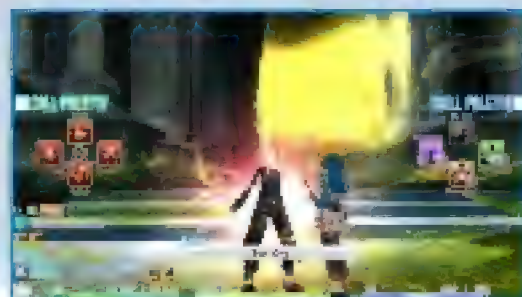
What Are Skills?

«Sword Skill»



Attack skills are divided by weapon types. They do more damage than average attacks.

«Battle Skill»



Battle Skills are skills that are used in combat. They have various effects.

«Passive Skill»



A passive skill increases status and is always active. You can only have one at a time. Go to "Skill" under the main menu to select.

Acquire Skills

Acquiring a skill depends on skill points and the mastery of each weapon system. The skills to the left are more easily acquired. If the skills acquired align in a line, you can move on to the next phase. Meet the skill requirement to acquire a skill. Select a skill icon to learn more.






① Skill Points ② Mastery ③ Skill Requirement








SKILL

Sword Skill

Sword Skills deal incredible damage and special effects compared to average attack. Use Sword Skills the same time as your partner or use Joint Action will trigger Chain Sword Skill. Each weapon type has its own unique characteristic. In addition, some skills can inflict status ailments on enemies. Below is a list of weapon types. Meet certain requirements before the Blade and Two-Handed Sword can be learned.

	Dagger	Deals high damage by using high CRIT and Hit rate. Normal damage deals slightly lower damage.
	One-Handed Sword	Can be used to slash, thrust and blunt. Can also be supported by status ailments. Very versatile weapon.
	Scimitar	Damage oriented one-handed weapon with high hit chance. All skills aside from Ultimate Skill are difficult to interrupt.
	Rapier	Its skills are fast and deadly, but easily interrupted. Requires good technique to use.
	Dual-wielding	Above average power and easy to use. Pick out the right equipment to compensate for its low hit chance.

	One-Handed Mace	Exhausts slightly more SP, but comes with amazing special effects. Its characteristics are its many stun skills.
	Two-Handed Sword	All skills, except for the Ultimate Skill are area of effect skills and hard to interrupt. Buffing its wielder is its main characteristic.
	Two-Handed Axe	Very low hit chance but higher CRIT rate. May cause incredible high damage.
	Spear	Exhausts slightly less SP and rarely inflicts status ailments. Known for its many area of effect skills.
	Blade	High damage, high hit chance and inflicts bleed status ailment. Can also increase enemy's Risk.

Battle Skill/Passive Skill

There are many different types of battle skills. Some are used to protect your partner, some can increase damage, and some are used to weaken enemy.

Passive skills won't take effect immediately after they have been acquired. They have to be enabled under the Skill screen. You can only have one passive skill at a time. Support type battle skills can also be used outside of combat.

Use skills before battle commences to take advantage of skill effect will put the odds in your favor.



Confirm skill effect under the side menu's list of buffs.

Skill Set

Press **[L]** button and **[R]** button at the same time or select palette set mode under the side menu to display Palette screen. Assign skills or items to the palette under the Palette screen.

■ Palette Set Mode Description

Press **[△]** button to use above skill palette.

Press **[L]** / **[R]** button to turn page.

Press **[○]** button to select skill/item. Use directional buttons to assign them to the L or R palette of your choice.

Hold **[L]** button to display Skill Palette.



Hold **[R]** button to display Skill Palette.

Normal Palette.

Normal (Skills to use without pressing **[L]** / **[R]** buttons)

- Burst Attack **[○]** button
- Block **[△]** button
- Exact Onslaught **[○]** button
- Step **[×]** button

Assign often used skills to the corresponding L/R palettes. You can freely assign items and skills to create a palette that suits your style of combat. We recommend using the normal palette equipped with Burst Attack , Block , Step  and Exact Onslaught  (Stun skill). Press **[○]** button to select a sword skill that will be used at the end of a burst attack.

MAIN MENU

Press START button to display Status at the right side of the screen, and main menu at the left side.
The options available under the main menu can vary by circumstance.

1 || Status ▶P.27

Confirm Player Status.

2 || Equipment ▶P.28

Confirm/change current equipment under the Equipment screen.

3 || Skill ▶P.22

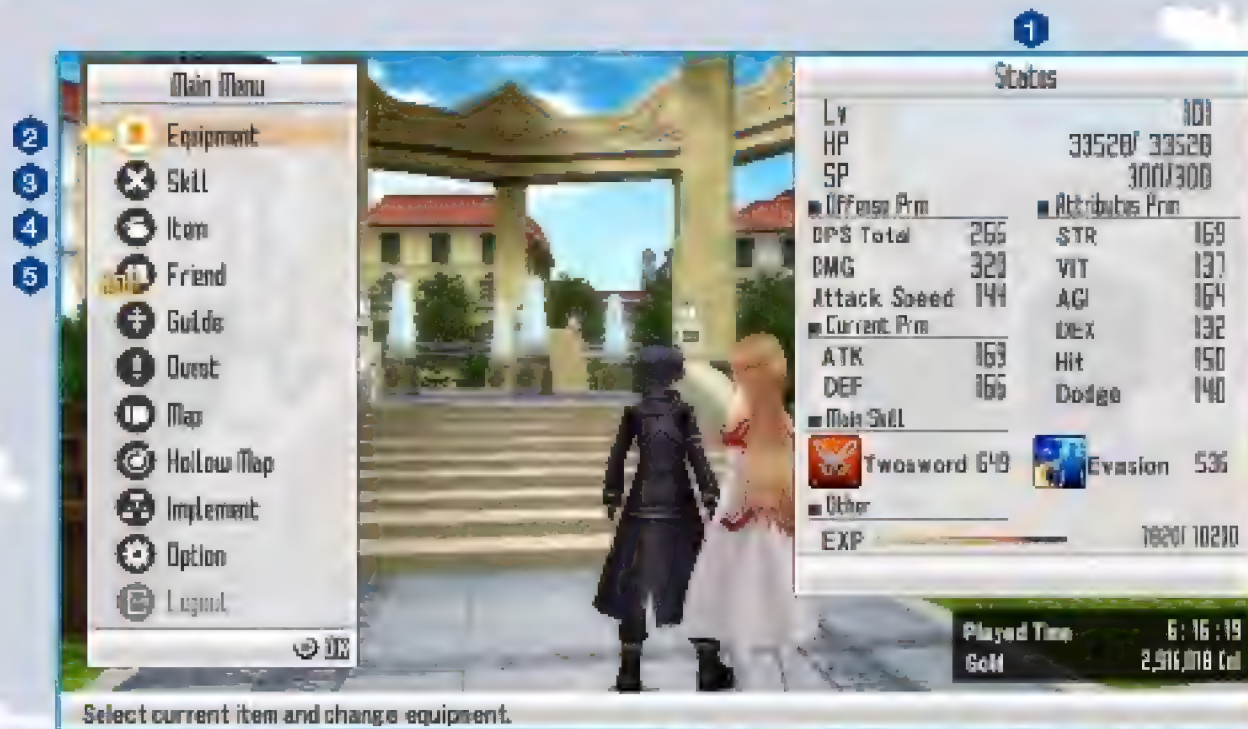
Learn skills by spending skill points earned in battle.

4 || Item

Confirm and use currently owned item.
Press **[L]** / **[R]** button to switch type.
Press up/down button to select item.

5 || Friend

Confirm friends that are registered on SAO.
Press up/down button to select player and confirm player status and approval rating.
Press **[C]** button to receive friend message. Press **[B]** button to become a follower of that person.
A ring of light will be placed under the player to make it easier to find that person.



MAIN MENU

6 || Guilds

Confirm Assault Team Status. Use Boss Fight Info to confirm the requirements needed before challenging a Floor boss. *Mainly used for Assault on Aincrad.

7 || Quest

Confirm current and completed quests.

8 || Map

Confirm map of current location.

9 || Hollow Map ▶P.29

Confirm Hollow Mission's battle information.
*Mainly used in Hollow Area.

10 || Implement Element ▶P.30

Confirm Implement Element Investigation List.
*Mainly used in Hollow Area.

11 || Option

Volume, Camera, and Text Speed Settings.

12 || Logout

You cannot log out of Sword Art Online to the real world.
*The game saves automatically every time map changes.



Status

Status includes the following attributes:

Lv	Level
HP	HP current value and maximum value
SP	SP current value and maximum value
Total DPS	The amount of damage you can deal per second after calculating in all positive status effects
DMG	The base damage that you deal to the enemy
Attack Interval	The entire time it takes to execute a single attack prior to the next attack
ATK	Combined damage based on your attributes and equipment
DEF	Combined damage reduced based on your attributes and equipment
STR	Strength (Affects ATK)
VIT	Vitality (Affects HP and DEF)
AGI	Agility (Affects Dodge)
DEX	Dexterity (Affects Hit)
Hit	Combined hit chance
Dodge	Combined dodge chance
Main Skill	Current main skill and corresponding stats
EXP	Current EXP and the amount needed to advance to next level



Please note that attributes will fluctuate when leveling up or changing equipment.

Equipment

Under the Equipment screen, attributes are displayed on the left side of the screen, and current equipment on the right.

Confirm Equipment

Select your equipment from the list placed at the right side of the screen.
The attributes of the equipment will be displayed at the bottom of the screen.
See charts for more details.

Weapon

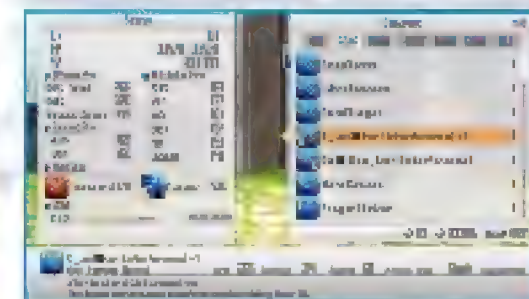
Weapon DPS	Damage per second that the weapon deals to the enemy
Damage	The basic damage dealt to the enemy
Attack Interval	The entire time it takes to execute a single attack prior to the next attack
Attack Type	Type of attack

Armor/Accessory


Armor/Accessory	Damage reduction of each attribute
-----------------	------------------------------------

Change Equipment

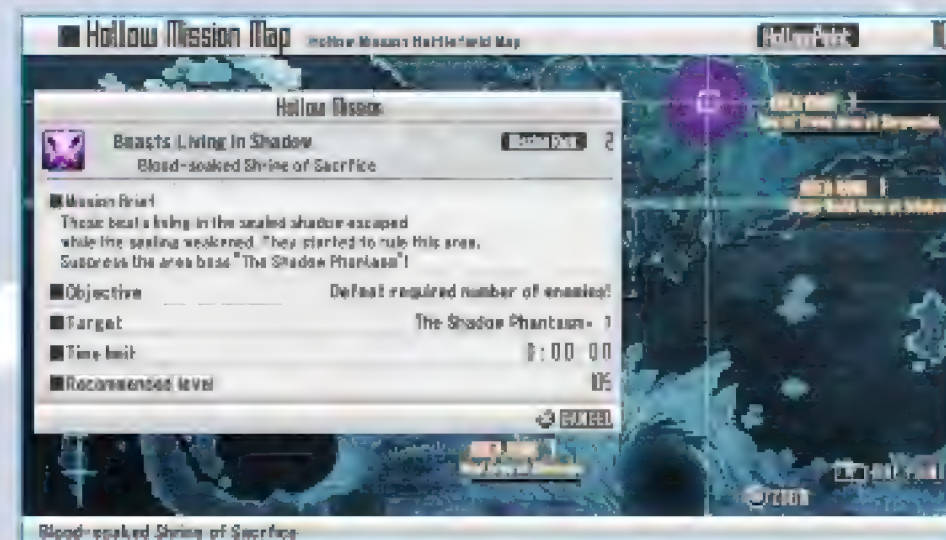
Select the equipment you wish to replace from the list placed at the right side of the screen.
Press **Ⓢ** button to change equipment. Press **Ⓟ** button to remove equipment.



Hollow Mission Map

Confirm the Hollow Mission Battle Area Information in the Hollow Area.
Move the cursor to the orange area and press  button to confirm area quest content.
For more on Hollow Area please refer to P.12.


Mission Rank	Quest difficulty
Mission Brief	Battle briefing
Objective	Battle objective required to complete mission
Target	Target and amount required to complete mission
Time limit	Time limit to complete mission
Recommended LV	Estimated player level required to complete mission



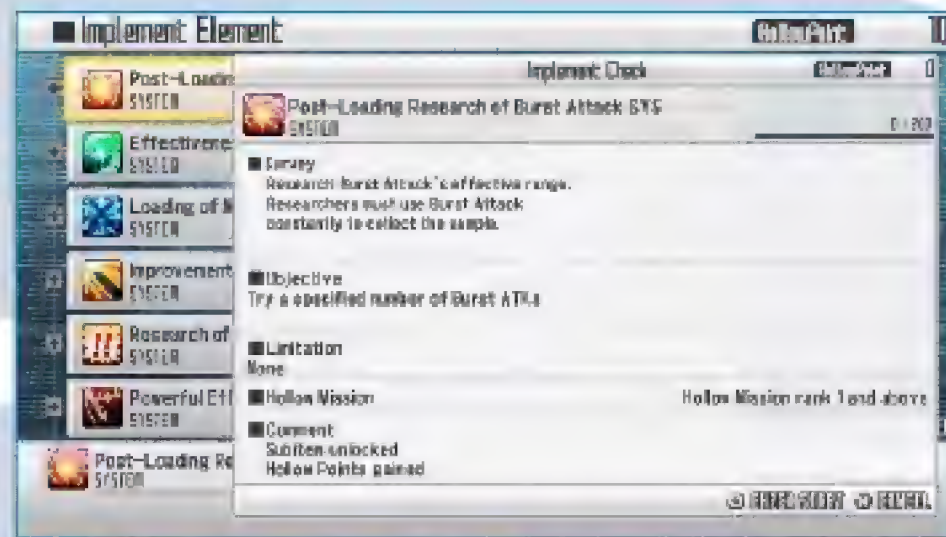
What is Hollow Mission?

More powerful enemies will appear during Hollow Missions. Please make sure you are fully prepared before taking on this challenge.
Increase party members through multiplayer can be very effective. (▶ P.31)


Implement Element

The Implement Element Research List is a list that includes the function research within the Hollow Area. Move the cursor to a research entry and press the  button to confirm details.

Survey	Events that need to be researched
Objective	Research that need to be conducted during battle
Limitation	Limitation and effect during research
Hollow Mission	Hollow Mission level required for research
Comment	Aftermath of research



Investigation Flow

Move the cursor to an investigation entry and press the  button to accept investigation request. After you have accepted a request, and carried out the actions required by the investigation during the course of a Hollow Mission, you will have completed the investigation. Some investigations will offer new skills or items after being completed. These new skills or items can be acquired through learning or purchase. For more details on the reward please refer to the comment section of each investigation entry. You can only accept one investigation request at a time. Feel free to change investigations if necessary. After completing an investigation, you have to go to the control device in the Control Area to conduct implementation.

MULTIPLAY

Start Multiplayer

Choose (Start Multiplayer) → (Let's Play Together) with the control device in the Hollow Area to start multiplayer.

By selecting (Alone), you can simulate multiplayer without the need of connection.

When you simulate multiplayer, the player characters will be controlled by system AI. Other than that, you have to follow the same procedures that are required when you are hosting a real multiplayer game.

Select name tags at the Party Recruitment screen to invite AI players to join.

During Multiplayer, if a player's HP drops to 1, he or she will not be able to move. Move your cursor over that player to share your HP and save that player.

Multiplayer Flow

First select your role in the party in "Role Select". During multiplayer, passive skills will be triggered according to your role. After that, you can choose whether to create party, or to find a party. The player who has created a party will be referred to as the host. The players who joined the party by search will be referred to as guests.

Host

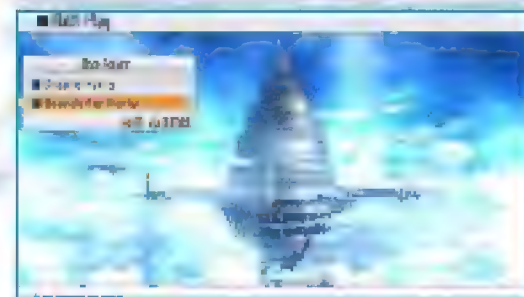
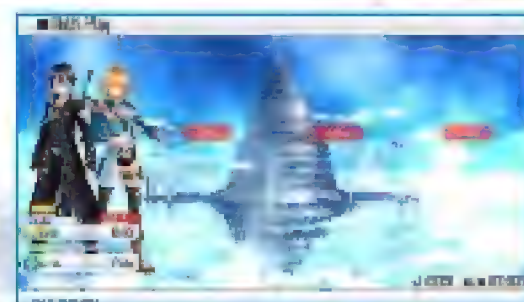
After you have created a party, you have to wait for others to join. When enough players have joined, please press the START button so that everyone can enter the Hollow Area's control area. At the control device, please select (Teleport to Battle Area). After you have decided on an area to explore, you can continue to the field. If you want to end multiplayer, please select (End Multiplayer) at the control device.

*Only the host may accept a Hollow Mission.

Guest

Please select the party you want to join from the list.

After you have joined a party, wait for the host to press the START button to start the game.



Things to Notice During Multiplayer

During Multiplayer, the PS Vita system's Ad Hoc function will be utilized. Please notice the below setting when using Ad Hoc.

|| Disable "Flight Mode"

Before you begin with Ad Hoc connection, please go to PS Vita system's home screen and select (Settings) → (Flight Mode), and remove the checkmark to disable it.



On airplanes or other locations where the use of devices that emit radio waves is prohibited, please enable Flight Mode and avoid using any network features.

|| Set Channel

Please go to the PS Vita system's home screen and select (Settings) → (Network) → (Wi-Fi Settings) → (Ad Hoc Mode Channel), and set it to (Automatic)

|| Bring the PS Vita systems closer together

Bring all PS Vita systems that are joining multiplayer close together within 10 meters.

HINT

~Foreword~

Keep these hints in mind when you play "SAO". They will help you out in your adventures, and when you are having trouble during your adventure, feel free to come back to look for a solution.

Pay Attention to Risk Gauge

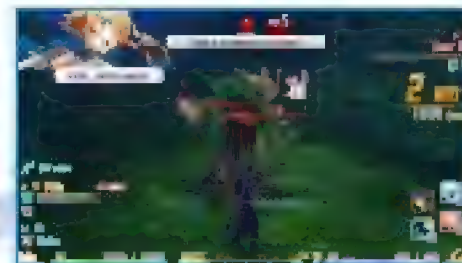
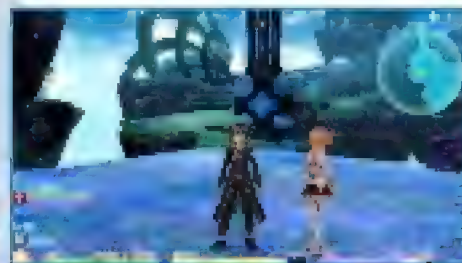
When you trigger multiple burst attacks, or use certain actions, you will charge up the Risk gauge. When the Risk is too high, it will cause all sorts of trouble.

- 1 Slower regeneration speed of the Burst gauge
- 2 Increased damage taken

Unexpected situations might occur where you cannot exhaust Burst gauge to carry out a dodge maneuver, so please try to keep the Risk gauge as low as possible.

Ways of Restoring

- 1 Switch
- 2 Automatic Recharge
(Fast charge when you are not a target)
- 3 Battle skills or consumables that can deplete Risk
- 4 Use Burst attack to execute Just Attack
- 5 Use Back Step to carry out Just Dodge



NM Monster/Boss Monster

Monsters with the "NM" tag roam the world of SAO.

You might not be able to defeat some of them at your current level.

Remember that retreating is a viable strategy. Please pay attention to the monsters that have a higher level than you.

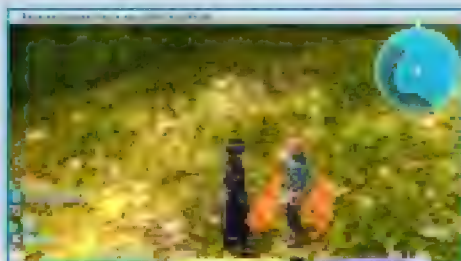
If you insist on challenging a mighty foe, try to trigger all support battle skills enhancements before you begin. It might make the battle a lot easier for you.

About SP

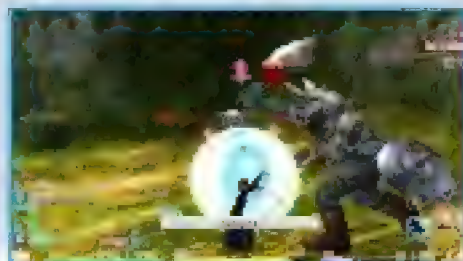
Using sword skills and battle skills will exhaust SP. Although SP will recharge automatically, this commonly used energy can also be recharged through various other methods.

Ways of Restoring

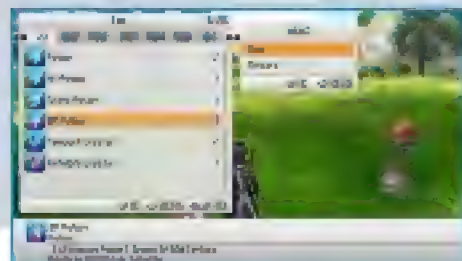
《Giving the GOOD ! 》



《Successful block》



《Using SP Restoring Items》



《Using Battle Skill to restore》



Low SP caused by constant fighting may be troublesome. Here are ways to restore it!

(For example: First Step + Storm Mind...this combination will increase your attack speed and speed up SP restoration.)

Battle Skill

Using battle skills can make the battle a lot easier for you. Sometimes, stacking effects will make it even easier.

For example: First Step+Storm Mind...this combination will increase your attack speed and speed up SP restoration. With the freedom of combining different skills, you can choose a combat style that suits you best. In addition, the default shortcuts are the battle skills that we recommend.

- | | |
|--|---|
| 1 HP Restoration Type (Great HP restoration can serve as a wonderful backup) | 2 SP Restoration Type (SP restoration will do just fine) |
| 3 Hit Type (Always increase hit chance when facing a powerful enemy) | 4 Increase Attack Speed Type
(Increased attack speed equals increased power) |

Stuck on Story Progression?

There is an event list in the side menu. If you feel lost during the adventure, you can open the event list any time you want to find out what you are supposed to do.

For more information on this game,
please visit
www.bandainamcogames.com



WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

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www.us.playstation.com/support/useragreements.

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PRECAUTIONS FOR USE

- Keep the PS Vita game card out of the reach of small children to help prevent accidental swallowing.
- This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.
- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



PRECAUTIONS FOR USE

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.

